LISTING OF THE CLAIMS:

1. (Canceled)

2. (Previously Presented) An apparatus for optimizing processing of graphics data, the apparatus comprising:

a plurality of logic units, wherein the plurality of logic units are used to perform a graphics operation in which a set of constants is required for the graphics operation;

a first set of connections connecting the plurality of logic units to each other, wherein the first set of connections are used to configure the plurality of logic units to calculate the set of constants; and

a second set of connections connecting the plurality of logic units, wherein the second set of connections configure the plurality of logic units to perform the graphics operation in which the graphics operation using the constants is calculated through the first set of connections,

wherein the first set of connections and the second set of connections include common connections.

3. (Currently Amended) The apparatus of claim [[1]] 2, wherein the graphics operation is a generation of a fog factor.

4. (Currently Amended) The apparatus of claim [[1]] 2, wherein the graphics operation is a viewport transformation.

5. (Currently Amended) The apparatus of claim [[1]] 2, wherein the constants are stored in a memory.

6. (Currently Amended) The apparatus of claim [[1]] 2, wherein the constants are stored in a set of registers.

7. (Currently Amended) The apparatus of claim [[1]] 2, wherein the apparatus is a graphics adapter.

8. (Previously Presented) An apparatus for optimizing processing of graphics data, the apparatus comprising:

a plurality of logic units, wherein the plurality of logic units are used to perform a graphics operation in which a set of constants is required for the graphics operation;

a first set of connections connecting the plurality of logic units to each other, wherein the first set of connections are used to configure the plurality of logic units to calculate the set of constants; and

a second set of connections connecting the plurality of logic units, wherein the second set of connections configure the plurality of logic units to perform the graphics operation in which the graphics operation using the constants is calculated through the first set of connections,

further comprising:

a storage unit, wherein the set of constants are stored in the storage unit such that recalculation of the set of constants for subsequent graphics operations is unnecessary until the set of constants change.

9. (Original) The apparatus of claim 8, wherein the storage is a set of registers.

10. (Canceled)

11. (Currently Amended) The graphics pipeline of claim [[10]] 18, wherein the constants are stored in a storage device.

12. (Original) The graphics pipeline of claim 11, wherein the storage device is a set of registers.

13. (Currently Amended) The graphics pipeline of claim [[10]] 18, wherein the selected stage is a fog factor generation unit.

14. (Currently Amended) The graphics pipeline of claim [[10]] 18, wherein the selected stage is a viewport transformation unit.

15. (Currently Amended) The graphics pipeline of claim [[10]] 18, wherein the output is connected to a raster engine.

16. (Original) The graphics pipeline of claim 15, wherein the input is connected to the raster engine.

17. (Original) The graphics pipeline of claim 16, wherein the input and the output are located in a raster interface unit.

18. (Previously Presented) A graphics pipeline comprising:

an input, wherein the input receives graphics data;

an output, wherein the output transmits processed graphics data; and

a plurality of stages, wherein a first stage within the plurality of stages is connected to the input and a last stage within the plurality of stages is connected to the output, wherein a selected stage within the plurality of stages includes a plurality of modes of operation including:

a first mode of operation in which the selected stage is configured to calculate constants for use in performing a graphics operation; and

a second mode of operation in which the selected stage is configured to perform the graphics operation using the constants calculated through the first mode of operation,

wherein the selected stage includes comprising:

a storage unit, wherein the constants determined in the first mode of operation are stored in the storage unit such that recalculation of the constants for subsequent performance of the graphics operation is unnecessary until the set of constants change.

19-27. (Canceled)